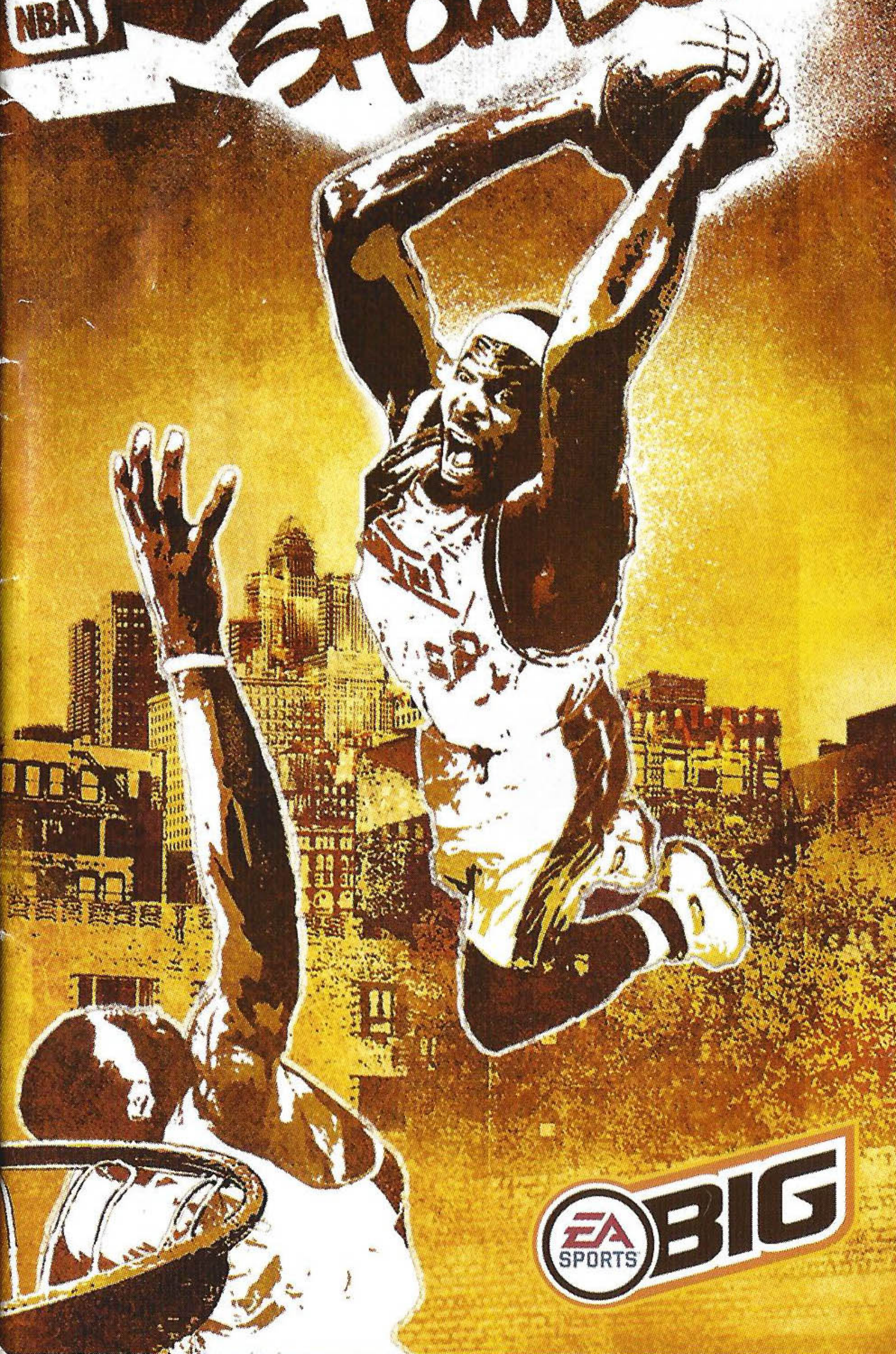
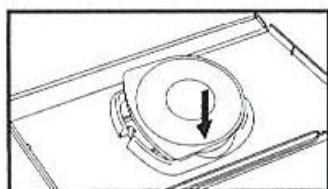


Streetball

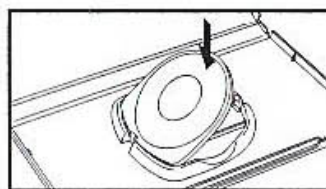


PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

ULES-00037

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WHAT IS THE PEGI AGE RATING SYSTEM?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, another rating system applies). PEGI comprises two separate but complementary elements. The first is an age rating:



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:



PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVELS

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Levels is as follows:

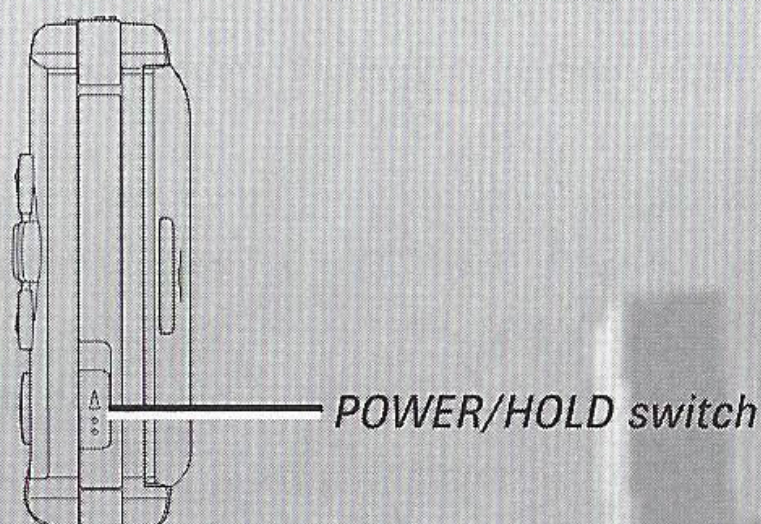
PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

Contents

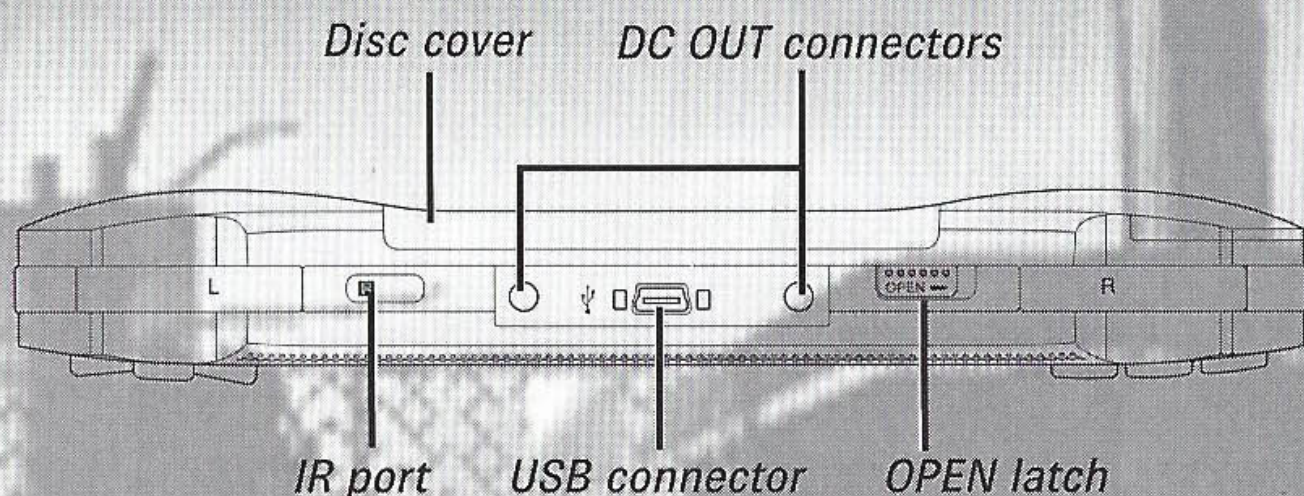
Starting The Game	3
Starting Up	4
PSP™ (PlayStation®Portable) system.....	4
WIRELESS (WLAN) FEATURES	5
Complete Controls	6
Offence.....	6
Defence	6
Advanced Controls	7
Mini-Games Controls.....	9
Main Menu	10
Pick Up Game	10
On the Court	11
Game Screen	11
Winning Big, Looking Good	11
Other Game Modes	15
Arcade Shootout	15
Shot Blocker	16
King of the Courts	16
Party Play	18
Head to Head	18
My STREET	19
Options	19
Get Creative	20
Rewards.....	20
Statistics	20
EA SPORTS BIG™ Pocket TRAX	20
Saving and Loading	21
Warranty	22
Customer Support	23

Starting The Game

Right Side View



Front View



1. Set up your PSP™ (PlayStation®Portable) handheld entertainment system according to the instructions in the PSP™ system Instruction Manual.
2. Turn the PSP™ system on. The POWER indicator lights up in green and the Home Menu is displayed.
3. Press the OPEN latch to open the disc cover. Insert the *NBA STREET Showdown* disc with the label facing the rear of the PSP™ system and then securely close the disc cover.
4. From the Home Menu, select the  icon and then the  icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button to start the software.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

Note: Do not eject a UMD™ disc while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

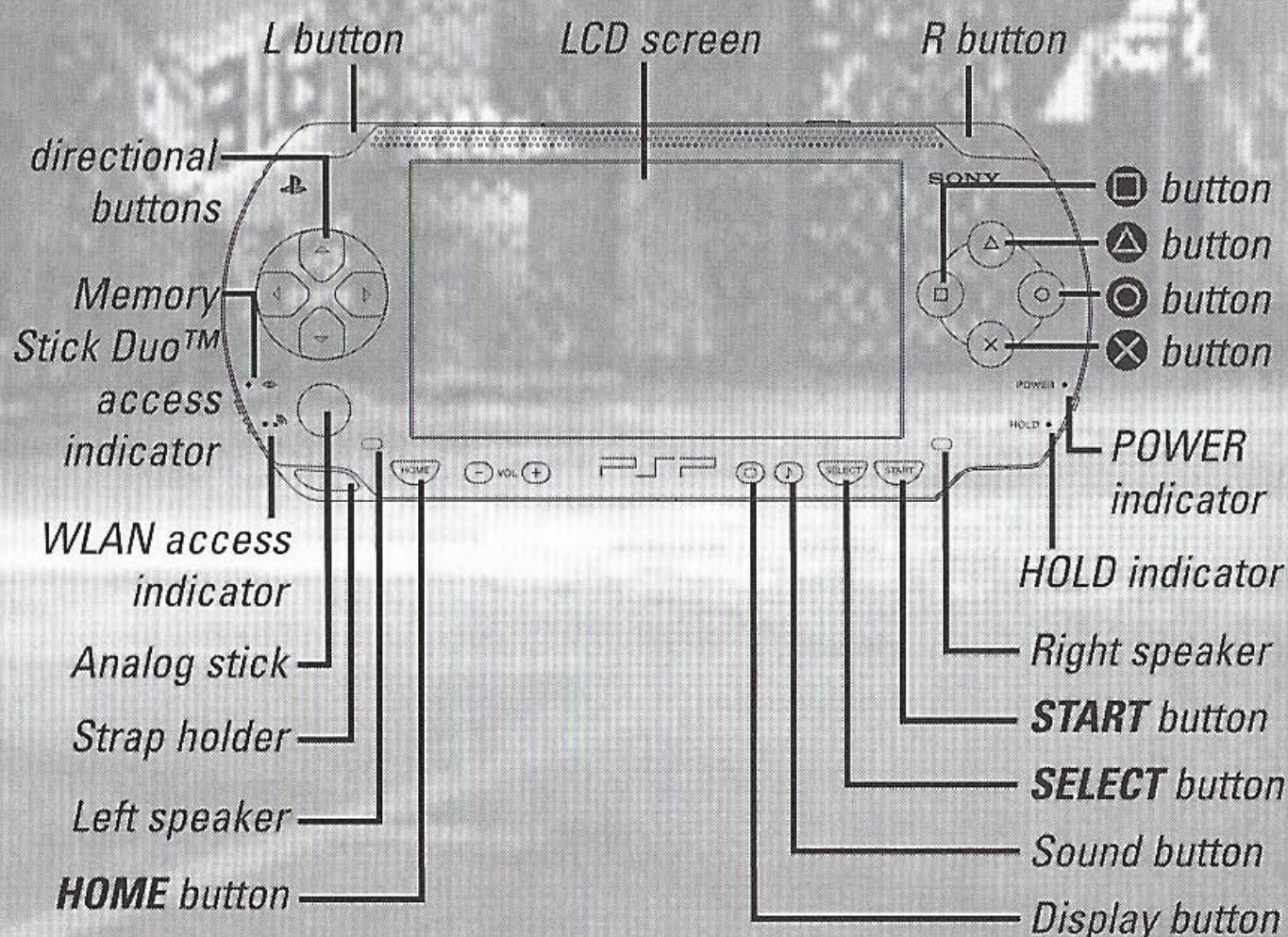
Warning! Do not push the POWER/HOLD Switch whilst data is being uploaded from the UMD™ as this may cause data corruption.

This title uses an autoload feature on boot up where any data present on the Memory Stick Duo™ will be autoloaded

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved games.

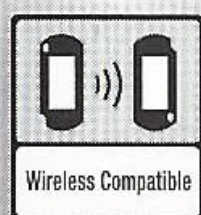
Starting Up

PSP™ (PlayStation®Portable) system



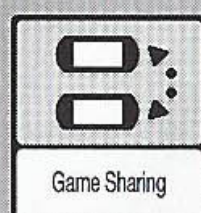
WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

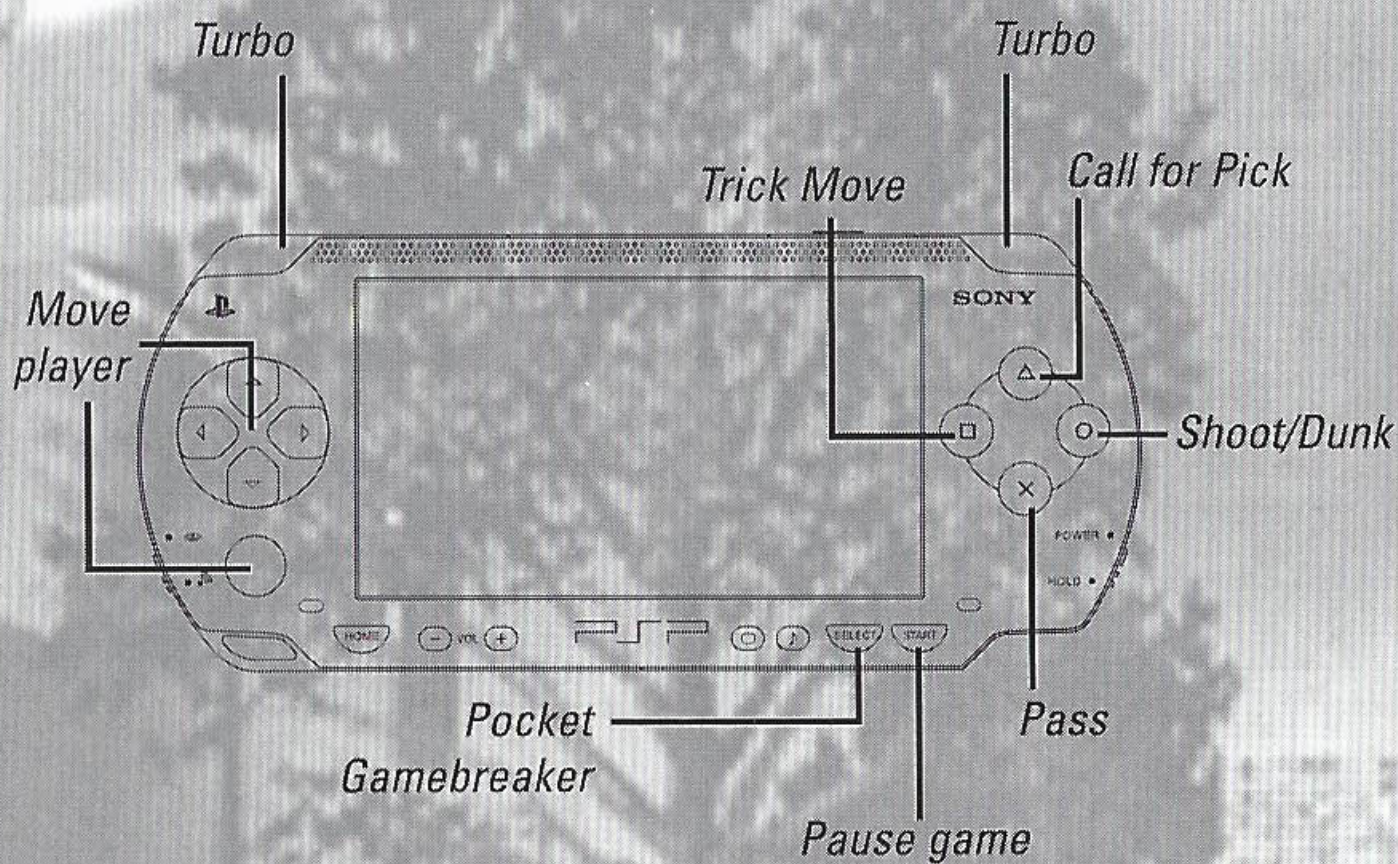
Menu Controls

Highlight menu items	directional button  / 
Cycle choices/Move sliders	directional button  / 
Select/Go to next screen	 button
Return to previous screen	 button

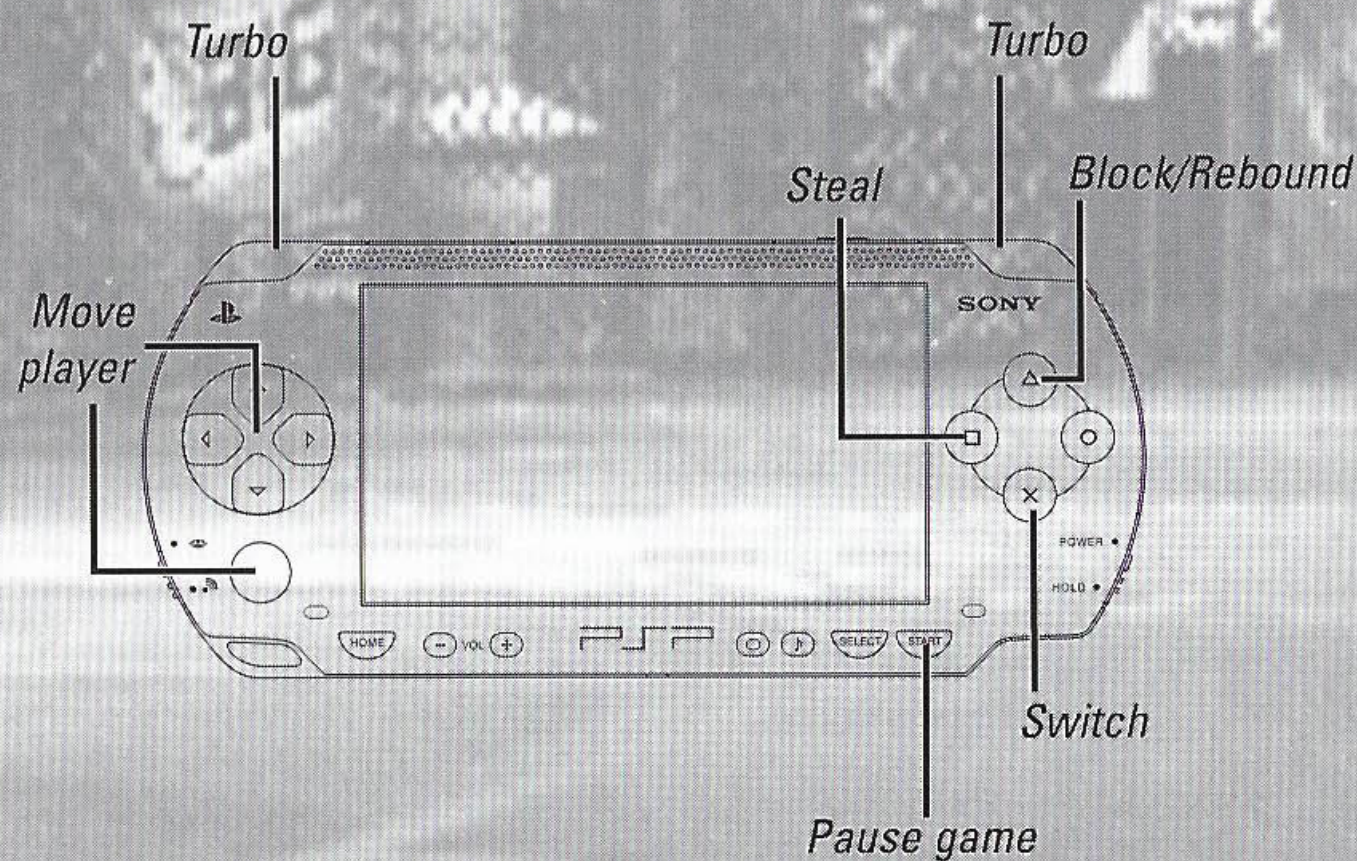
Complete Controls

Take command of these controls then rise above the rim against the best the streets have to offer.

Offence



Defence



Advanced Controls

Once you've got a grip on the basics, blow the lid off the joint by busting out more advanced moves.

Hustle Moves

Dive (when ball is loose on the ground)	⊙ button (double tap) or any Turbo button (double tap)
Win Tip-Off	⊙ button (when ball is at its highest point)

Trick Moves

Put Back (when going rebound)	⊙ button + two Turbo for offensive buttons
Advanced Dunk	⊙ button + one or more Turbo buttons
Advanced Trick Move	▣ button + one or more Turbo buttons
Kick Pass	⊗ button + Turbo button

Ball Handling (Level 1 and 2)

Level 1	▣ button
Level 2	L button or R button + ▣ button (tap)

Note: The various Level 1 and Level 2 ball handling moves are performed at random. To perform specific moves you must bust out with a higher level move (listed below).

Ball Handling (Level 3, 4, 5)

Left No Right	R button + ▣ button (hold)
Tornado	L button + ▣ button (hold)
Head Banger	L button + R button + ▣ button (tap)
Slip 'n Slide	L button + R button + ▣ button (hold)
Back 2 Papa	⊗ button + two Turbo buttons (while moving towards your basket)
Off the Heezay	⊗ button + two Turbo buttons (while standing still)

Note: The advanced ball handling moves listed above are assigned to the NBA players. There are plenty of moves besides these that can be assigned to your created baller.

Dunks (Level 1 and 2)

Level 1	 button
Level 2	L button or R button +  button (tap)

Note: Similar to ball handling moves, Level 1 and Level 2 dunks moves are performed at random. Specific dunks are listed below.

Dunks (Level 3, 4, 5)

Shockwave	R button +  button (hold)
Superfly	L button +  button (hold)
Through Wit It	L button + R button +  button (tap)
Flamboastin'	L button + R button +  button (hold)

Note: Just like we said with the ball handling moves, try editing the moves of your created baller to discover new advanced dunks.

Gamebreakers

Gamebreaker Shot or Dunk	 button while holding two Turbo buttons
Pocket Gamebreaker	SELECT button
Cancel Gamebreaker	Any Turbo button + SELECT button

Defence

Turbo Block	 button + two Turbo buttons
Trick Counter	 button + two Turbo buttons

Mini-Games Controls

Let it loose with these controls when playing mini-games.

Arcade Shootout

Shoot	○ button or × button (hold for more power)
Aim	analog stick or directional buttons

Note: The analog stick is the aiming default when the analog stick and directional buttons are used simultaneously. Pressing directional button ↑/↓ resets the aiming indicator to the centre position.

Shot Blocker

Move Player	analog stick
Block Shot	△ button
Grab	△ button + L button + R button
Shove (Head 2 Head mode only)	□ button
Turbo	L button or R button

Main Menu

The action begins at the Main menu. From here you can play a quick Pick Up Game, access other game modes, check out the EA Extras features and more.

EA™ Extras

Before lacing up the tops make sure you check out the Showdown FAQ from the EA Extras menu. Here you can learn how to master the various game modes and controls with descriptions and hints for the following games: Pick Up Game, Arcade Shootout, Shot Blocker, King of the Courts, Party Play, Head to Head and Mid-Game Save.

Pick Up Game

Before you call out the best ballers in King of the Courts mode, warm up those high tops by playing a quick 3-on-3 game. To play a Pick Up Game, select QUICK PLAY from the Main menu, then select PICK UP GAME from the Choose Game screen. The Choose User Screen appears.

Choose User Screen

Before you start shootin' the rock or making sweet no-look passes in a Pick Up Game, create a Player Profile (user name) in order to track your progress and game records. Select ENTER NEW to create a new name.

Choose Sides Screen/Choose Team Screen

After choosing to play as the HOME or AWAY team, the Choose Team screen appears. From here you can select your squad to ball with. All 30 NBA teams are available, plus teams full of NBA Stars, NBA Legends and Street Legends.

Note: Only unlocked players appear on the NBA Legends and Street Legends teams (the Street Legends team must have at least three players unlocked before it appears).

Choose Players Screen/Choose Court Screen

Name your starters for the upcoming game. Although both squads are stacked with mad gamers you can only choose three ballers per game. Once both lineups are set, select a location from the Choose Court screen. You can hoop it up on 15 authentic courts, although most have to be unlocked in King of the Courts mode (see p. 16). After a court is selected, the Matchups screen appears.

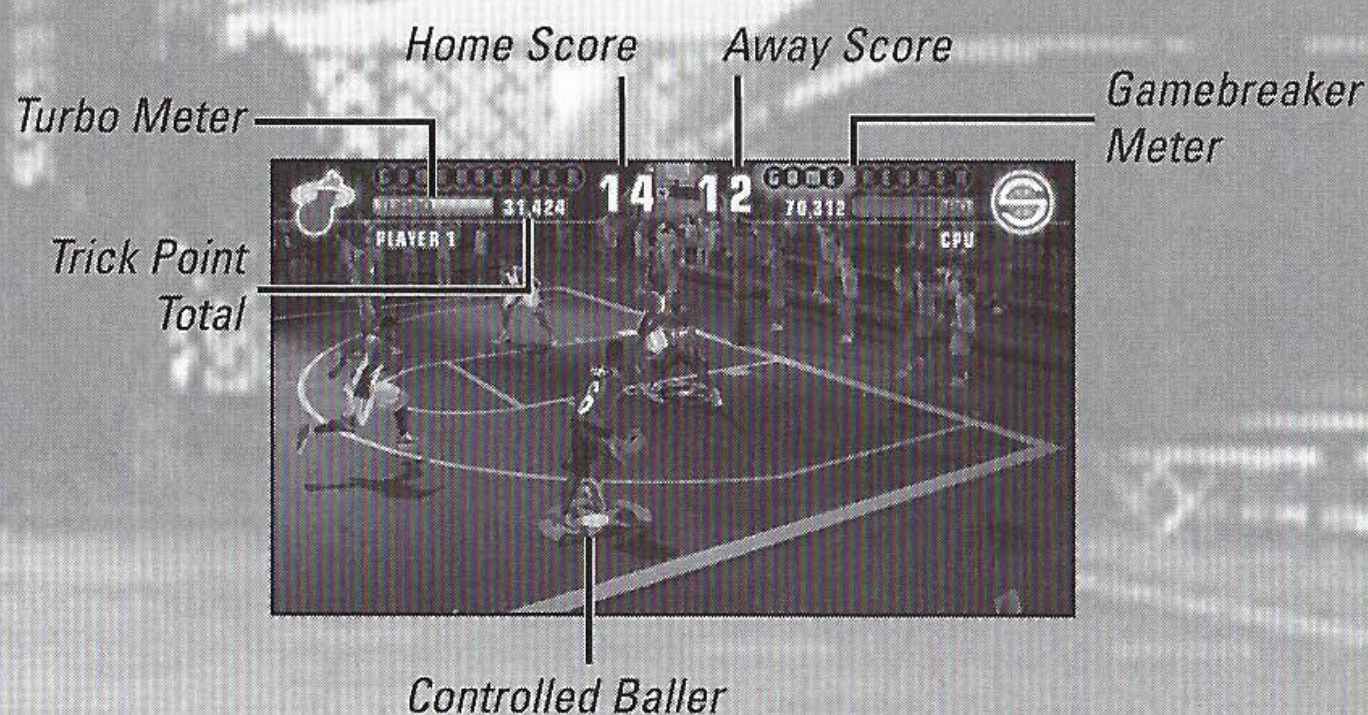
Matchups Screen

From the Matchups screen you can tweak the rules (including scoring and shot clock options), choose the skill level and choose between Street and authentic NBA uniforms. Or you can skip all that jazz and hit the courts running by selecting **PLAY GAME**.

On the Court

Rise above the rim with *NBA STREET Showdown*.

Game Screen



Winning Big, Looking Good

Why win when you can win with style? Defeat the greatest collection of street ballers one game at a time using an arsenal of dunks, passes, dribbles and trick moves. Your journey to become a street legend begins now.

Gamebreaker Dunks and Shots

The biggest basket you can score in a game, besides the winning bucket, is a Gamebreaker shot. Gamebreakers not only add points to your total, but they subtract points from your opponent at the same time. There are two levels of Gamebreakers.

Gamebreaker Point Breakdown

Level 1 Gamebreaker	Points For	Points Taken From Opponent
Short Range	1	1
Long Range (shots from behind the arc)	2	1
Level 2 Gamebreaker		
Short Range	2	3
Long Range (shots from behind the arc)	2	4

Gamebreaker Meter

In order to earn a Gamebreaker shot you must fill your Gamebreaker Meter by pulling off cool Trick Moves, mad Combos and nasty dunks. Once the Gamebreaker Meter is completely full, you're awarded with a Gamebreaker ball. At this point you have the opportunity to score a wicked basket unlike any other. However, you have a limited time to shoot a Gamebreaker so make sure you bust it out before time winds down.

Pocket Gamebreaker/Level 2 Gamebreaker

If you want to get greedy, you have the option to pocket your first Gamebreaker shot in order to acquire a second, over-the-top Level 2 Gamebreaker.

To pocket a Gamebreaker, press the **SELECT** button once the Gamebreaker Meter lights up (you must have possession of the ball). Once it has been pocketed, the meter turns a light blue for the home side or light orange for the away side indicating that it was banked.

Cancel Gamebreaker

To keep your opponent from scoring the devastating Level 2 Gamebreaker against you, you can cancel his pocketed Gamebreaker. This is a great way to frustrate your opposition just when they are about to get the big play.

To cancel a pocketed Gamebreaker press any Turbo button + the **SELECT** button once the Gamebreaker Meter lights up. You must have possession and your opponent must have a pocketed Gamebreaker.

Trick Moves

Trick Moves not only make you look tight on the court, they can help earn Trick Points as well. Trick Points in turn can help build up your Gamebreaker Meter as you ball with style. Below are a few Trick Moves to help your game.

Fakeouts

Fakeouts occur as a result of a successful Trick Move. When a Trick Move fakes a defender out, he stumbles or falls, suffering extra embarrassment and scoring additional Trick Points for the ball carrier. The Trick name that appears on the screen will have two crowns surrounding it indicating that the Fakeout has been scored.

Dunks

Show your opponent up with an authoritative slam dunk. The object of the game is to score, so why not bring it home with a nasty, in-your-face dunk? The more advanced dunks score correspondingly more Trick Points when performed.

Alley-Oops

One of the advanced dunks is an Alley-Oop. When you're on offence, look for your teammate who has an open lane to the basket. Assuming he has hops, he will sky over the basket anticipating the pass. However, it's up to the ball handler to feed him the rock.

To complete an Alley-Oop pass, press the  button when your teammate flies toward the rim. Success depends on timing so don't pass the ball too early or too late. The dunking skills of the receiver and the reaction of the defence also play big parts in the completion of an Alley-Oop.

Hook-ups

You can Hook-up a teammate by passing the ball during a dunk or Alley-Oop to a teammate who is "Alley-Ooping" above you. This scores huge Trick Point bonuses. When you're above the rim, look for your teammate jumping above you.

Combos

Combinations of Trick Moves that are linked together help increase your Gamebreaker Meter at a faster rate. The plays include Fakeouts, mid-air dishes, blocks, picks, steals, kick passes, dives, shots from beyond the arc, dunks, lay-ups and Alley-Oops. Nearly every Combo requires you to score, and the only exceptions to the scoring requirement are defensive Combos featuring blocks. When you score a Combo, a text overlay appears at the bottom of the screen telling you which moves were linked.

Repeat Moves

If you continually repeat the same Trick Move, the Trick Points you receive are cut down. Mix it up to score maximum Trick Points.

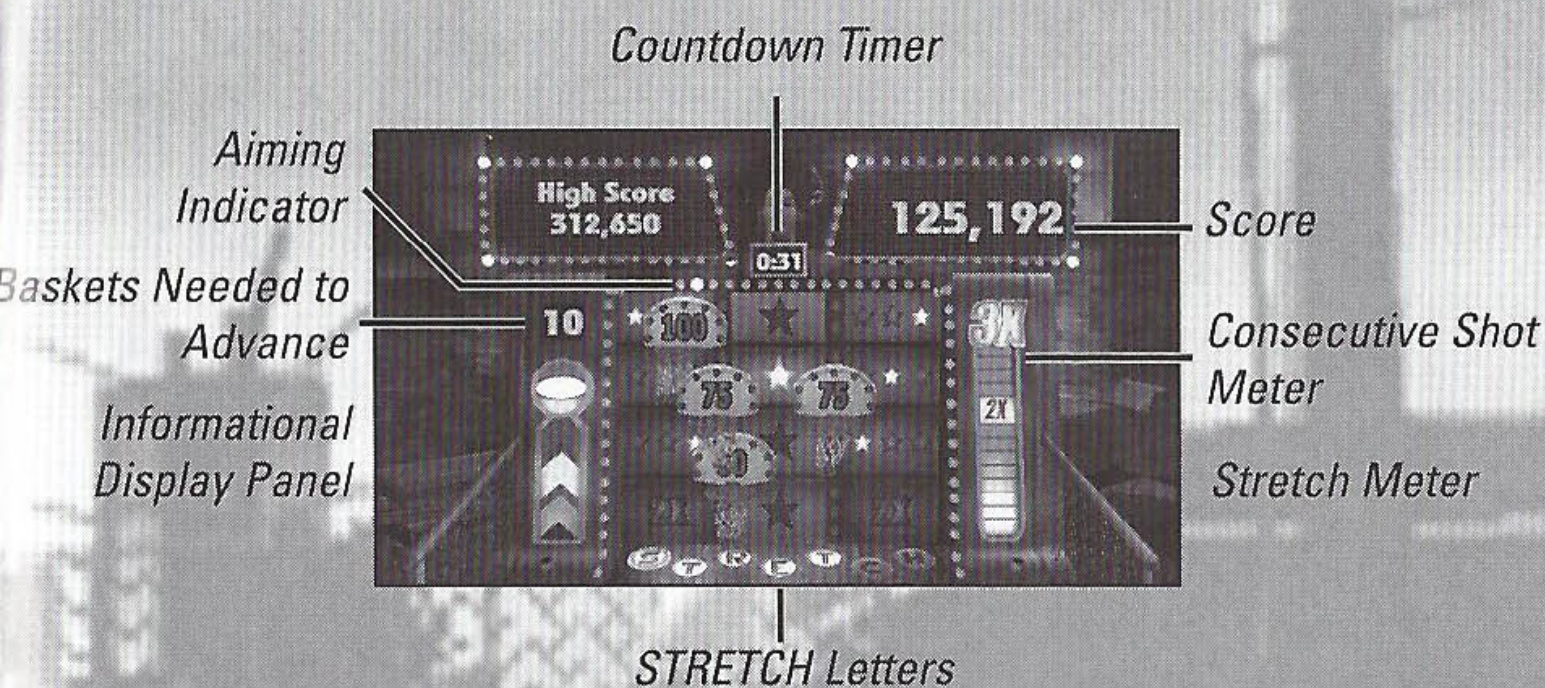
Turbo Meter

Each Turbo move decreases the amount of energy your baller has. The higher the level of a move, the less your Turbo Meter is filled.

Other Game Modes

Arcade Shootout

Take an NBA star or legend to the arcade room and see how many buckets he can sink while time ticks away. In this fun-filled event, there are many levels to conquer and you must sink a minimum number of baskets to move on to the next challenge. The difficult shots are worth more than the easier shots and the Moneyballs (red, white and blue basketballs) are triple in value. Drain enough baskets and you'll earn bonus points that can go toward unlocking cool Rewards (see p. 20).



Shootout Tips

- Triples earn extra points and light up one of the STRETCH letters on the floor. Lighting up all STRETCH letters earns a huge bonus.
- Use the set of lights above the top of baskets to help aim the shot.
- Sinking a basket when the backboard is purple freezes all moving baskets, so try to line the baskets up for easy triples.
- Sinking consecutive shots lights up the meter on the right. Sink enough consecutive shots to earn three times the point value.
- Sinking a shot while the lights on the backboard are lit pink, blue or red lights up part of the Stretch meter.

Shot Blocker

Not in this house. Get defensive with your favourite baller in Shot Blocker mode. Players line up around the arc and rain from long range - it's up to you to reject or grab each attempt. Besides blocking and grabbing as many shots as you can in the allotted time frame, the ultimate goal is to jump difficulty levels and rack up bonus points along the way. Similar to Arcade Shootout, Moneyballs are worth more points than regular balls and grabs earn more points than blocks. If your opponent drains a bucket you get a penalty strike. Make sure you check out the strike total (located at the bottom-left of the screen) to see how many strikes it takes before you are eliminated.



Shot Blocker Tips

- In order to eliminate you from the game, your opponents may get crafty so watch out for passes and fakes.
- If you block a pre-determined number of consecutive shots, you'll receive scores that can be multiplied by 2x, 3x and 4x.
- You'll enter a bonus round after winning every third level. Performing well during the bonus round can remove strikes.

King of the Courts

Conquer one, conquer all as you become King of the Courts.

Note: Before you can begin playing King of the Courts mode you must first create a baller of your own (see p. 20). Once your baller is complete, King of the Courts mode begins.

Welcome to King of the Courts

When you first begin playing King of the Courts, only two venues - Bridge Point in Philadelphia and The Hawk in Pittsburgh - are available. You must earn your way to play on the others. Nobody said life on the streets was easy.

The Courts

Pick up two teammates to play with, create a team name, then head out to the yard for your first game. From The Courts screen, choose between Bridge Point and The Hawk to begin your career.

Preliminaries

To be able to challenge for a court, you'll have to prove your worthiness in a series of Pick Up Games or an official Tournament. Winning the preliminary round unlocks the Court Challenge for this court.

Court Challenges

Now that you have advanced through the preliminary round, you have earned the right to play against the court boss in a Court Challenge. These Challenges have their own sets of rules and types of play. Defeat the Court Boss and you own the court which unlocks surprise rewards and the next court.

After the Game

After the game, check out your team and created baller's game stats. If you were good enough to win a game, you can steal a player from the team that you just beat and add them to your squad. Know this: you can only have a maximum of five players on your team. If you choose to add a player when your roster is full, you must remove a player from the current lineup.

Edit Baller

After every game, game stats tell you if you earned any Development Points for your baller. If so, you're in luck. Once a game ends, you return to either The Courts or Choose Challenge screen. From The Courts screen, you have the option to edit your baller, assuming you earned some Development Points. Make sure you add some sweet attributes or new moves to your player before playing the next game because the games get tougher as you move on.

Party Play

Up to four players can compete in two high-flying game modes - Shot Blocker and Arcade Shootout - using one PSP™. Players can choose one of five levels ranging from easy to hard difficulties. For more information on these two game modes, see. p 8.

When playing Arcade Shootout and Shot Blocker in Party Play mode, players are allowed to choose the same baller. For identification purposes, make sure each participant enters their initials before heading out to the arcade. Player victories are tracked with the session leader identified by a crown.

Head to Head

Play one-on-one wirelessly against a friend in the original Pick Up Game mode. You can also play head-to-head in Arcade Shootout and Shot Blocker modes as well. All user stats are tracked so make sure you're ready to ball with the big dogs before you jump into this game mode.

To host a game: After selecting a user name, select PLAY HEAD TO HEAD and wait for additional users to appear. When a user has entered the room, their name, global win/loss record and performance indicator (see below) appears. After players select (then accept) which players they want to ball against, you can select which game mode to play.

Note: If there is a history between players, their head-to-head win/loss record is displayed onscreen. The player who has most wins is indicated by a golden crown stamped by their user name.

Performance Indicator is a series of icons that indicate your level of performance. Players progress from 1 silver star to 5, then each silver star changes to gold. Big time ballers, those who got game, are indicated by gold trophies; legends are crowned with diamonds. There are 20 possible levels in total.

My STREET

Personalise your game from the My Street menu.

Options

Adjust all game options and settings, or save and load games to/from your Memory Stick Duo™.

- | | |
|-----------------------|---|
| Difficulty | Choose the difficulty for your game: GOT GAME (Easy), MAD GAME (Medium) or LEGENDARY (Hard). |
| Controls | Adjust the button configuration on your game controller. |
| Game Data | Save or load games to and from your Memory Stick Duo™. You can also delete user names, created teams and created ballers from here. |
| Speech Volume | Adjust the volume of the speech in the game. |
| Music Volume | Adjust the volume of the music in the game. |
| SFX Volume | Adjust the volume of the sounds of the game such as sound effects, crowd noise, etc. |
| Replays | Set the replay option after awe-inspiring plays to ON/OFF . |
| Visual Effects | Turn ON/OFF the Visual Effects. When ON , extra flair is added to players when more advanced combo moves are performed. |
| AutoSave | When ON , the game progress and settings information are automatically saved to your Memory Stick Duo™. |
| Onscreen Help | Turn ON/OFF the onscreen help. When ON , the onscreen help provides tips and button instructions. |

Get Creative

Create ballers from scratch and build them into legends, or put together basketball's greatest street team.

Create Baller

Create Ballers and play against any NBA squad. Better yet, personalise a player and see if you can run the show in King of the Courts mode.

When creating a baller, you don't have a lot of Development Points to work with so your baller will have limited skills at first. However, you can earn Development Points during gameplay in King of the Courts mode and increase their player attributes after each game. So the better you play, the more points you earn.

Create Team

Create your own squad of all-stars and add them to the mix. All unlocked players are available to choose from - you can pick five. Once a team is created, it's added to the Choose Team menu in Pick Up Game mode.

Rewards

Cash out your Reward Points here. After owning a court in King of the Courts mode, see what new players and courts you have unlocked.

Statistics

View your player stats in three categories including Pick Up Game stats, Head to Head stats and High Scores.

EA SPORTS BIG™ POCKET TRAX

Crank up the hits featured in *NBA STREET Showdown*. With the EA SPORTS BIG POCKET TRAX feature, music plays in the background while you're playing on the courts or at menu screens.

Saving and Loading

Save or Load your game file to and from your Memory Stick Duo™.

To save or load a file:

- From the Game Data screen (via the Options menu), highlight SAVE or LOAD and press the  button. After selecting LOAD, the game information is loaded from the Memory Stick Duo™. After selecting SAVE, game information is saved to the Memory Stick Duo™.

To save during a game:

- To save during gameplay in the Quick Play, Pick Up Game or King of the Courts modes, select SAVE AND QUIT from the Pause menu. The next time you select that game mode, you are automatically given the option to RESUME, FORFEIT or CANCEL the current game.